PLUS Search Results for S/N 10776482 Searched Oct 24, 2007.

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are most closely related linguistically to the application searched.
This search was prepared by the staff of the Scientific and Technical
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Most frequently occurring classifications of patents returned
from a search Of 10776482 on Oct 24 , 2007

Original Classifications
   13   463/16
   11   463/20
    6   463/25
    2   463/26
    2   463/17
    2   434/236
    2   705/14
    2   463/40

Cross-Reference Classifications
    3   463/16
    3   463/42
    3   463/20
    2   463/25
    2   273/138.1
    2   463/18
    2   273/138.2

Combined Classifications
   16   463/16
   14   463/20
    8   463/25
    3   463/26
    3   463/42
    3   463/17
    3   463/18
    2   273/138.1
    2   463/21
    2   273/143R
    2   434/236
    2   463/46
    2   273/138.2
    2   705/14
    2   463/40

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Titles of most frequently occurring classifications of patents returned
from a search of 10776482 on Oct 24 , 2007

16 463/16   (13 OR, 3 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/16   ..In a chance application

14 463/20   (11 OR, 3 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/16   ..In a chance application
          463/17   ...Lot match or lot combination (e.g.,
roulette, lottery, etc.)
          463/18   ....Plural lots (e.g., keno, etc.)
          463/20   .....Lot-to-lot combination (e.g., slot
machine, etc.)

 8 463/25   (6 OR, 2 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/25   ..Credit/debit monitoring or manipulation
(e.g., game entry, betting, prize level, etc.)

 3 463/26   (2 OR, 1 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/25   ..Credit/debit monitoring or manipulation
(e.g., game entry, betting, prize level, etc.)
          463/26   ...Pool amount (e.g., jackpot, etc.)

 3 463/42   (0 OR, 3 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/40   ..With communication link (e.g., television
broadcast, etc.)
          463/42   ...Network type (e.g., computer network, etc.)

 3 463/17   (2 OR, 1 XR)
          Class 463   AMUSEMENT DEVICES: GAMES
          463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
          463/16   ..In a chance application
          463/17   ...Lot match or lot combination (e.g.,
roulette, lottery, etc.)

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3  463/18        (1 OR, 2 XR)
        Class 463     AMUSEMENT DEVICES: GAMES
        463/1          .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
        463/16         ..In a chance application
        463/17         ...Lot match or lot combination (e.g.,
roulette, lottery, etc.)
        463/18         ....Plural lots (e.g., keno, etc.)

2  273/138.1     (0 OR, 2 XR)
        Class 273     AMUSEMENT DEVICES:  GAMES
        273/138.1      .CHANCE DEVICES

2  463/21        (1 OR, 1 XR)
        Class 463     AMUSEMENT DEVICES: GAMES
        463/1          .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
        463/16         ..In a chance application
        463/17         ...Lot match or lot combination (e.g.,
roulette, lottery, etc.)
        463/18         ....Plural lots (e.g., keno, etc.)
        463/20         .....Lot-to-lot combination (e.g., slot
machine, etc.)
        463/21         ......Having means to alter combination
probability

2  273/143R      (1 OR, 1 XR)
        Class 273     AMUSEMENT DEVICES:  GAMES
        273/138.1      .CHANCE DEVICES
        273/142R       ..Rotating disk
        273/143R       ...Edge indication

2  434/236       (2 OR, 0 XR)
        Class 434     EDUCATION AND DEMONSTRATION
        434/236        .PSYCHOLOGY

2  463/46        (1 OR, 1 XR)
        Class 463     AMUSEMENT DEVICES: GAMES
        463/1          .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
        463/46         ..Housing

2  273/138.2     (0 OR, 2 XR)
        Class 273     AMUSEMENT DEVICES:  GAMES
        273/138.1      .CHANCE DEVICES
        273/138.2      ..Electric or magnetic

2  705/14        (2 OR, 0 XR)
        Class 705     DATA PROCESSING: FINANCIAL, BUSINESS PRACTICE,
MANAGEMENT, OR COST/PRICE DETERMINATION
        705/1          .AUTOMATED ELECTRICAL FINANCIAL OR BUSINESS
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PRACTICE OR MANAGEMENT ARRANGEMENT
        705/14   ..Distribution or redemption of coupon, or
incentive or promotion program

  2 463/40   (2 OR, 0 XR)
        Class 463   AMUSEMENT DEVICES: GAMES
        463/1   .INCLUDING MEANS FOR PROCESSING ELECTRONIC
DATA (E.G., COMPUTER/VIDEO GAME, ETC.)
        463/40   ..With communication link (e.g., television
broadcast, etc.)